

FOG OF WAR RULES

House Modifications for *Age of Eagles*

PHILOSOPHY: These house rules are meant to modify the *Age of Eagles* system and provide an uncertain "fog of war" on the battlefield. The rules are designed for simplicity. Instead of requiring a game master or double blind system, these rules use "decoy stands" on the tabletop.

BEFORE DEPLOYMENT

Each side should secretly roll a D6 and add this many decoy command stands to their order of battle. This roll cannot be negatively modified, but can be positively increased in three ways:

1. If your commander has a positive initiative modifier, add this modifier
2. If you have more *total stands of light cavalry* than your opponent add +1 to your roll
3. If your army includes 15 or more brigades of infantry and cavalry (do not count batteries or leaders), roll a D10 instead of a D6.

This means that an army will never have less than 1 decoy stand, or more than 14. Label all command stands as normal, but be sure to secretly mark the decoy stands appropriately. Decoy stands must be represent by infantry command stands only (no cavalry).

DEPLOYMENT

Players should deploy leaders and batteries as normal. Infantry and cavalry brigades should only deploy their command stand (other figures are held off-table to represent fog of war). At this time, players also deploy their "decoy" stands. Decoy stands must be assigned to a corps or division command, which means they are then subject to the same deployment/arrival rules as their assigned division. Players may elect to divide their decoys in any manner they wish.

FOG of WAR MOVEMENT

Movement occurs as normal, with players only moving their command stands. Brigades masked by the fog of war are always assumed to be in some sort of column formation. If a player wishes to denote that his hidden brigade is deployed in a line formation, turn the command stand sideways. Decoy stands must still roll on the "Maneuver Table" just like a normal infantry brigade (always rate decoy units as "Fresh" and "Columnar").

REVEALING HIDDEN UNITS

Brigades are fully "revealed" from the fog of war in one of two ways:

1. **Tactical Movement:** When close enough to the enemy, brigades will be spotted and must deploy all of their figures on the table. Spotting range is 18," so any units within tactical movement distance must reveal themselves. Reserve movement is shrouded by the fog of war.
2. **Line of Sight:** Units within tactical movement distance, 18", may remain shrouded by the fog of war only if they are not within enemy line of sight (*ex: a brigade hidden in the woods*).

When a normal brigade is revealed, it deploys all of its stands on the tabletop in the precise formation and facing of the commander's choosing. But when a decoy command stand is revealed, it is removed from the game immediately and cannot reappear. Loss of decoy stands does not count toward victory conditions. [Players may opt to shorten the spotting ranges in the case of poor weather conditions--rain, fog, snow, etc.]